

HALASTER BLACKCLOAK

HALASTER LORE

Arcana DC 25: The fabric of the weave is permanently twisted in and around Undermountain, producing numerous oddities in the effects of magic, along with obsessive curiosity and the desire to delve deeper among those who linger there too long.

History DC 10: Halaster Blackcloak is a renowned archmage of Waterdeep, said to have resided there since before the city's founding. Each of his numerous apprentices went on to be famed arcanists in their own right.

History DC 15: Exhibit A in the observed tendency of powerful mages to grow odd in their old age, Halaster is said to have become utterly desensitized to the weird and unsettling in his many centuries plumbing the depths of planar magics, growing more unhinged and cantankerous each one of his bodies is destroyed.

History DC 25: There are marked parallels that have been drawn between Halaster Blackcloak and the Shoon archmage Hilather, who centuries ago pioneered several techniques in demonic summoning that are still in use today.

Some have gone still further, suggesting that this Hilather and the ancient Imskari mage of the same name were in fact the same person, which would place Halaster at some 4,000 years old if true.

HALASTER TACTICS

Halaster begins combat with three uses of his Flying Portal, one of which he places nearby, one at least 40 feet away from it, and one in the most hazardous location available.

He uses Blast with Madness whenever available if it would hit no creatures that he presently considers useful allies, and generally prefers to use Half-Forgotten Spell to his Twisting Drakebolt if he is not concentrating on a spell, though he uses it progressively less as his Legendary Resistances are depleted.

He saves his last legendary action for just before his turn to use Smoke Bomb if he needs to escape a melee without provoking attacks of opportunity, though if a flying portal is in range he instead saves two legendary actions to scoop both himself and his nearby foes, teleporting himself to safety and them into danger.

He uses his Emergency Clone at the earliest opportunity, and while it is active saves his Blast with Madness for when he thinks it might have betrayed him.

Once his mythic trait is active, he uses One of the Classics! at each opportunity to cast Chain Lightning, 6th level Hold Person, Wall of Force, or Disintegrate, unless some other more tactically, thematically, or comically appropriate choice occurs to him.



HALASTER BLACKCLOAK

Medium humanoid (human), chaotic evil

Armor Class 17 (Mage Armor)

Hit Points 212 (25d6 + 125)

Speed 30ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	21 (+5)	24 (+7)	18 (+4)	18 (+4)

Saving Throws CON +12, INT +14, WIS +11

Skills Arcana +21, History +21, Perception +11

Damage Resistances Damage from Spells; Nonmagical Bludgeoning, Piercing, and Slashing

Condition Immunities Blinded, Charmed, Frightened, Paralyzed, Stunned

Senses Truesight 120 ft., Passive Perception 21

Languages Abyssal, Celestial, Common, Draconic, Dwarvish, Elvish, Infernal, Undercommon

Challenge 23 (50,000 XP)

Rejuvenation. If Halaster dies in Undermountain, he revives after 1d10 days, with all his hit points and any missing body parts restored. His new body appears in a random safe location in Undermountain.

Magic Resistance. Halaster has advantage on saving throws against spells and magical effects.

Sharpen Focus (Mythic Trait, 1/Day). When Halaster is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, he gains 212 temporary hit points.

For the next minute, Halaster gains two additional legendary actions on each of his turns and has advantage on saving throws to maintain concentration.

Legendary Resistance (5/Day). If Halaster fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Halaster makes three attacks with his Twisting Drakebolt, each of which he may replace with a use of his Flying Portal or Half-Forgotten Spell.

Twisting Drakebolt. Ranged Spell Attack: +14 to hit, range 100 ft., one creature. Hit: 14 (4d6) piercing plus 14 (4d6) fire damage.

This attack ignores half and three-quarters cover, and can target creature behind full cover.

Flying Portal (6th Level Spell). Halaster creates a 10 foot wide flat portal that lasts for a minute in an unoccupied space he can see within 60 feet. Any creature or ranged attack that enters one of these portals emerges from another of Halaster's choice.

Half-Forgotten Spell. Roll a d20, subtracting 1 for each legendary resistance that Halaster has expended. Halaster casts the corresponding spell on the Half-Forgotten Spells table.

On a result of 0 or lower, nothing happens. On a result of 20, he may choose any spell on the list to cast.

Blast with Madness (9th Level Spell, Recharge 5-6).

Halaster opens his mind and releases a fragment of the eldritch knowledge imprisoned there, becoming a window to the Far Realm for a fraction of an instant.

Each creature within 30 feet that can see or hear Halaster must succeed on a DC 22 Intelligence saving throw or take 63 (6d20) psychic damage and have its proficiency bonus reduced by 2 until it completes a Short or Long rest, or take half as much damage on a success.

A creature that has its proficiency bonus reduced to 0 in this way is afflicted with an effect from the Indefinite Madness table (DMG p. 258) until cured by Greater Restoration or similar magic.

Reactions

Delay Spell (5th Level Spell). As a reaction when a creature Halaster can see casts a spell, Halaster delays the spell's effect until the end of his next turn.

The spell's caster must maintain concentration on the spell until then or have the spell fail.

Emergency Clone (9th Level Spell, Recharges when Halaster's Mythic Trait Activates). As a reaction when Halaster is targeted with an attack or spell, he creates an imperfect copy of himself in an unoccupied space within 5 feet that becomes the new target of the attack or spell.

The copy rolls its own initiative, has 100 hit points, and doesn't have legendary actions or resistances, but otherwise uses his statistics.

At the beginning of each of his turns, Halaster must succeed on a DC 22 Wisdom saving throw or become mutually hostile with the copy until the beginning of his next turn.

Legendary Actions

Halaster can take 3 legendary actions, choosing from the options below.

Smoke Bomb! Halaster sends a burst of illusory smoke roiling forth from his feet, heavily obscuring the area in a 5 foot radius until the beginning of his next turn, then moves up to half his speed.

Move Portal (Costs 2 Actions). Halaster moves one of the portals created with his Flying Portal up to 30 feet. Each creature whose space the portal moves through is teleported to the nearest unoccupied space to another Flying Portal of Halaster's choice.

An unwilling creature may make a DC 22 Dexterity saving throw, resisting the effect on a success.

Half-Forgotten Spell. Halaster uses his Half-Forgotten Spell ability.

Mythic Actions

Hasten Spell. Halaster reduces the duration of an active spell effect within 30 feet by 1d4 minutes. If this reduces the effect's duration to 0, the effect ends.

One of the Classics! (Costs 2 Actions) Halaster casts any spell of 6th level or below.

HALF-FORGOTTEN SPELLS

# Spell	Level	Concentration	Effect
1 Magic Misser	1	No	Halaster chooses a target, and fires four missiles from his blast scepter. Each missile hits a randomly selected creature other than the one he chose, dealing 3 (1d4 + 1) damage.
2 Hideous Larder	1	No	Halaster briefly cracks an opening to pocket dimension full of spoiled food. Halaster and each other creature within 15 feet of him must succeed on a DC 22 Constitution saving throw or be Poisoned until the end of its next turn.
3 Cold Knife	1	No	Halaster summons a dagger of ice to his hand and immediately drops it. He and each creature within 5 feet of him must succeed on a DC 22 Dexterity saving throw or take 7 (2d6) cold damage.
4 Immediate Alarm	1	No	Bright lights flash around Halaster and a deafening alarm sounds forth. Halaster and each other creature within 30 feet must succeed on a DC 22 Constitution saving throw or lose concentration, if they were holding it.
5 Deafness/Dumbness	2	No	One creature Halaster can see must succeed on a DC 22 Constitution saving throw or be unable to hear or speak until the end of its next turn.
6 Detect Slots	2	No	Halaster learns what the highest level unexpended spell slot of each creature he can see is.
7 Earthblind	2	No	Halaster conjures a spray of dirt from his hand. Each creature in a 15 foot cone must succeed on a DC 22 Constitution saving throw or be Blinded until the end of its next turn.
8 Mundane Weapon	2	No	One magic weapon that Halaster can see loses any bonuses, effects, or abilities it may have until the wielder takes an action to shake it vigorously.
9 Leavening Bolt	3	No	Halaster fires forth a bolt of fizzling energy in a 100 foot line that is 5 feet wide. Each creature in the area must succeed on a DC 22 Constitution saving throw or take 14 (4d6) lightning damage and double in size (but not strength) until the end of its next turn. The creature's equipment is unaffected, and a creature wearing Medium or Heavy armor is restrained while affected.
10 Firebomb	3	No	Halaster sends a bead of fire forth from his finger that tumbles to the ground at a point within 100 feet. At the beginning of his next turn, it explodes. Each creature within 20 feet of it must succeed on a DC 22 Dexterity saving throw or take 28 (8d6) fire damage, or half as much on a success.
11 Hypnotic Tavern	3	Yes	Halaster summons a magical minibar in an unoccupied space within 60 feet. A creature that starts its turn within 15 feet of the minibar must succeed on a DC 22 Wisdom saving throw or use its action to make itself a drink.
12 Protection from Basilisks	3	Yes	Halaster begins to glow, too brightly to look directly at. A creature that attempts to target him with a spell or attack must first succeed on a DC 22 Constitution saving throw or be Blinded until the beginning of its next turn.
13 Fabricize	4	Yes	One creature within 60 feet that Halaster can see must succeed on a DC 22 Charisma saving throw or have its flesh transmuted into soft fabric for the next minute. The affected creature gains immunity to bludgeoning damage, and if it would deal more than 5 damage with an attack, it instead deals 5 damage.
14 Divination Door	4	No	Halaster opens a planar doorway a crack and peeks briefly through before closing it. Roll three D20s. Whenever a creature Halaster can see makes an attack or saving throw in the next minute, he may have them use the result of one of the rolled dice, instead of rolling.
15 Greater Visibility	4	Yes	Each creature of Halaster's choice within 30 feet must succeed on a DC 22 Constitution saving throw or have its head double in size for the next minute. An affected creature has disadvantage on Dexterity checks, and attacks against the creature score a critical on an 18-20.
16 Polymath	4	Yes	For the next minute, Halaster adds his Intelligence modifier to any skill checks and saving throws that he makes.
17 Control Wands	5	No	Each creature of Halaster's choice within 30 feet must succeed on a DC 22 Wisdom saving throw or use its reaction to cast a damaging cantrip at a target of his choice, if it can.
18 Passfloor	5	Yes	One creature Halaster can see within 60 feet must succeed on a DC 22 Dexterity saving throw or be restrained (escape DC 22) for the next minute as they sink partially into the floor.
19 Cone of Gold	5	No	Halaster opens his change purse and sprays an assortment of coins forth from it in a 60 foot cone. Each creature in the area must succeed on a DC 22 Dexterity saving throw or take 45 (10d8) bludgeoning damage, or half as much on a success.

ART CREDITS

- Halaster Blackcloak by Clint Cearley

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